



## Student Instructions

Welcome to a game of fingerspelling practice.

### WHAT IS THIS GAME?

This is a direction-choice game for fingerspelling practice. Each turn, you choose a path and arrive at a new destination.

### HOW DO YOU PLAY?

- 1 **Read the three Street Signs** (the preview cards). They show what you will arrive at if you choose TURN-LEFT, GO-STRAIGHT, or TURN-RIGHT.
- 2 **Choose ONE direction** button.
- 3 **Read the Travel Report** (what happened on your way).
- 4 **Fingerspell the destination name** exactly as written.
- 5 **Keep going** until you meet your goal.

### WHAT IS THE GOAL?

Choose ONE goal in the game menu. Your progress is tracked on the left side (Clues, Contacts, Landmarks).

### FINGERSPELLING RULES

- **Stay in the box:** Keep your hand at chest level near your dominant shoulder, where everyone can see it.
- **Freeze your arm:** Keep your elbow and arm steady. Only your hand changes.
- **Clean letters only:** Make each letter clearly. No “almost” letters.
- **No bouncing:** Most letters are still. Only J and Z move.
- **Smooth speed:** Go steady and smooth. If someone looks confused, slow down.
- **Don’t twist:** Keep your palm facing the right way. Don’t rotate your wrist between letters.
- **Double letters show twice:** Use a small repeat to show “ll,” “ss,” etc. (tiny bounce or tiny shift).
- **Eyes up:** Look at the person/camera, not your own hand.